YEAR 2 COMPUTING

Making music

How can we use a computer to create and improve music?

1. Choose an animal

Imagine how it moves. An elephant might take slow, heavy steps.

2. Make a pattern

Tap out its steps. In Song Maker, add a rhythm and a pattern of notes.

3. Listen and improve

Play it back. Try lower notes or a slower tempo. What changed?

What we need to know

Music can make us feel different things
When we listen to The Planets by Gustav Holst, one piece might feel calm and another might feel exciting.

Rhythm is a pattern of sounds and gaps
We can clap or tap a rhythm, then use a computer to play the same pattern.

Pitch and tempo change how music sounds
Pitch tells us how high or low a note sounds. Tempo tells us how fast or slowly the music plays.

We can compose music for an idea
Choose notes and a rhythm to represent an animal. You compose the music and the computer plays it.

We can listen, edit and share
Open your saved music, listen again and change a note, rhythm or tempo. Share it and explain what you changed.

Key words

rhythm A pattern of sounds and gaps.
note A musical sound.
pitch How high or low a note sounds.
tempo How fast or slowly music plays.
melody A tune made from notes in order.
compose Create a piece of music.

Can you remember?

1. What does pitch tell us?
2. How could you change the tempo?
3. What rhythm might suit an elephant?
4. Who chooses the notes in Song Maker?

Adapted from a unit guide created by Raspberry Pi Foundation and updated by STEM Learning for the National Centre for Computing Education. OGL v3.